Dragon Ball Z®
Battle Strategy Game

242451

Operating Instructions

INTRODUCTION:

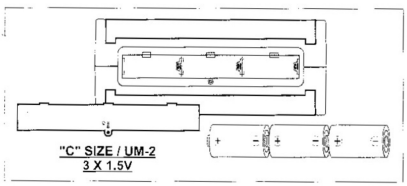
Destroy or be destroyed as you strategize every move against your opponent within the battle zone! You command your warriors to hunt the enemy & simultaneously fend for safety from calculated attacks!

Choose between the Saiyan™ and the Ginyu™ force.

There are (3)-games:
Basic- Full battle action exchanging one shot at a time attacks.
Advanced- Players fire once from each of their warriors per round.
Super Saiyan™ Combat- Players build up a collection of Senzu™ Beans, (each bean heals 1-point of damage on any of your characters).

INSTALLATION OF BATTERIES:

- Remove the battery cover.
- Insert 3 X C batteries with the positive (+) and negative (-) ends facing in the proper direction, (as indicated in the battery compartment).
- Screw cover back into closed position.



SAFETY BATTERY USAGE:

- Different types of batteries, or new and used batteries are not to be mixed.
- Do not use rechargeable batteries.
- Batteries are to be inserted with the correct polarity.
- The supply terminals are not to be short-circuited.
- Exhausted batteries are to be removed from the game unit.
- When not in use for a long period of time, remove batteries to prevent possible leakage.

CAUTION:

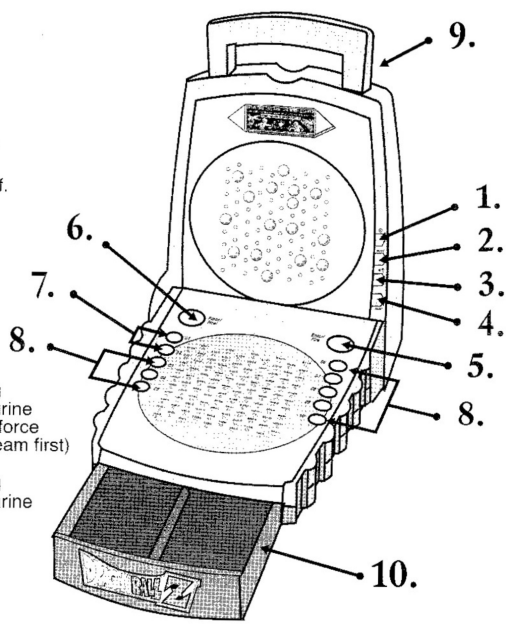
Adult should replace battery.
Not suitable for children ages 3 & under.
Contains small parts.

CARING FOR YOUR DEVICE:

If the product's display becomes dim, or malfunctions, replace the batteries. (In most cases, game malfunctions occur because of weak batteries).

BUTTON DESCRIPTION:

1. **ON/OFF** ~ To turn the unit on and off
   ~ To resume game after auto off
   ~ To return to main menu
2. **MODE** ~ To select game: Basic, Advanced or Super Saiyan™
3. **VOLUME** ~ Press button to toggle the volume up, down or off.
4. **RESET** ~ Press button to reset unit
5. **ENTER/FIRE** ~ To confirm game selected
   ~ To confirm team selected
   ~ To fire
6. **PLACE/HEAL** ~To place a base at a selected position
   ~To heal a character
7. **LOCATION BUTTON 1 & 2** ~ To enter locations for targeting
   ~ To indicate where to place figurine
   ~ To select Saiyan™ or Ginyu™ force (only player 1 can select the team first)
8. **LOCATION BUTTON 3 - 10** ~ To enter locations for targeting
   ~ To indicate where to place figurine
9. **HANDLE**
10. **STORAGE COMPARTMENT**

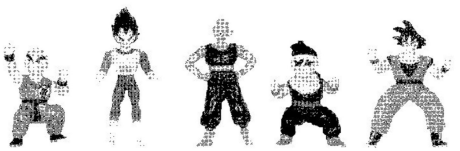


AUTO POWER OFF:

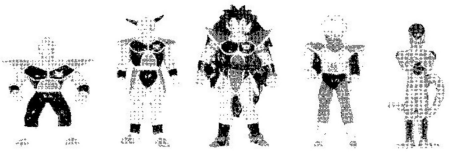
If there is no activation, nor buttons pressed for 2 minutes, the game will automatically turn off.

SET UP:

- Game includes: game board, 10 figures, 10 figure bases & red and yellow pegs
- Saiyan™ Force:

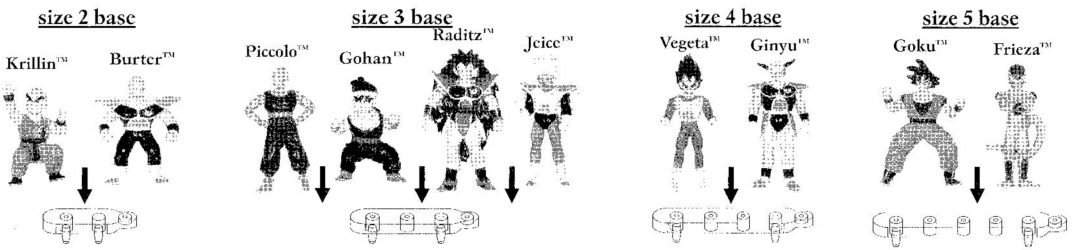


- Ginyu™ Force:



- The clear base for each of the figures has number of holes on the top surface: either 2, 3, 4 or 5. These holes correspond to the power of the figures, (the more powerful the figure, the bigger the base).

Carefully insert the figures to the bases it belong as follows:



- There are 4 target grids in the game: 2 horizontal grids on the base of the unit (for placing the clear bases and figurines) and 2 vertical grids on both sides, (facing the players) to keep track of hits and misses.
  The target grids are divided into 100 holes. Each target hole has a label that corresponds to the row and column of that hole. (The first 2 digits of the hole refer to the row, and the next 2 digits refer to the column). Example: the first hole (furthest left side of the first row) is called 0101, the second hole at the first column is 0201. The last (tenth) hole at the first row is 0110.

GENERAL GAME RULES:

- Upon turning on the unit, you will be greeted with the Dragon Ball Z® introduction music.
- Press "**MODE**" to select a game. (Each time modes are changed, an audio of Goku™ is played informing you of which mode you are and what is represented on the LCD screen).
- You will then be prompted to select a team. Player 1 presses button 01(Goku™) or 02(Ginyu™), then **ENTER/FIRE** to confirm your team selection.
- After this, Goku™ will give a confirmation command to the player who picked the Saiyan™ force, and Frieza™ will give a confirmation command to the player who picked Ginyu™ force.

- After team selection, player 1 is told by Goku™ to position the figures/bases. (Player 1 can choose between either using one of 100 pre-programmed layouts, or program their own).
- After player 1 has placed his bases, player 2 may follow the same process.

Basic Combat:

This mode is recommended for beginner players. Players fire one shot each turn. The game begins with player 1 selecting a location to fire at by using the **LOCATION** buttons and pressing the **ENTER/FIRE**. The player then hears an attack sound and sees energy being launched from his end to the opponent on the LCD. If the location entered contains an enemy, the LCD screen shows an explosion; if the location entered is empty, nothing happens on the LCD screen and a "swish" audio is played. It is a team's turn to attack whenever they are told to do so by their commander.

Advanced Combat:

Advanced combat is similar to Basic Combat except during each player's turn, they are allowed to select one location for each figure that is alive. At the start of the round the player hears the attack prompt from their team leader (Goku™ or Frieza™). After the first attack is launched, the player will hear an audio prompt to attack, (whether or not an enemy is hit by the first attack), from the next most powerful character.

Super Saiyan™ Combat:

This expert level has all of the features of Advanced Combat, and includes capabilities of actually healing one point of damage on any figure that still alive.

TO START

- Press **ON/OFF** to start the unit.
- Press **VOLUME** button to adjust the sound level if necessary.
- Press **MODE** to select game mode Basic, Advanced or Super Saiyan™.
- Press **ENTER/FIRE** to confirm game selected.

Basic Combat:

1. Press **LOCATION** button 01(Sayian™) or 02(Ginyu™) to select team.
2. Press **ENTER/FIRE** to confirm team selection.
3. Manual Deployment - Use the **LOCATION** button 01-10 to lock in your figures/bases on pegboard (vertical target grid), press **ENTER/FIRE** to confirm location selected. The clear plastic bases are designed to fit onto the target grid in different directions. Simply plug the bases into the target plate in a straight line.

Example:
To place your Goku™ figure/base (5 holes) from 0104 to 0504, you have to press 01 (row) then press **ENTER/FIRE** to confirm row location, and press 04 (column) then press **ENTER/FIRE** to confirm column location on one end-point of the base. Then press 05 (row) then press **ENTER/FIRE** to confirm row location, and press 04 (column) then press **ENTER/FIRE** to confirm column location on the other end-point of your base. Make sure you do not position any bases off the unit, or across any holes already occupied by another base, these incorrect placements will not register.

Note: you may undo the selection by pressing **PLACE/HEAL** if necessary.

4. Automatic Deployment Press **PLACE/HEAL** to show one of the randomly pre-programmed set-up patterns. Keep pressing the **PLACE/HEAL** to toggle Manual and Automatic Deployment. Press **ENTER/FIRE** to confirm the pattern selected.
5. Player 2 may follow the same procedure after player 1.
6. It is possible for one player to choose Manual Deployment and the other player to choose Automatic Deployment.
7. After this set-up process, you will hear a battle sound. Now the computer will decide who will go first. If the Saiyan™ force goes first, you will hear Goku™. If you hear Frieza™ , the Ginyu™ force goes first.
8. The object of game is to destroy all of your opponent's bases. In order to destroy an enemy figure, you must find and shoot each location of that base. If you destroy all of your opponents before they do so, you win the game.
9. When it is your turn, the commander voice will prompt you to select a target and fire. You must try to guess the location of your opponent's bases, and destroy them. Pick a target location and use the **LOCATION** button to enter its coordinates (row then column), then press **ENTER/FIRE**.
10. You will hear an attack sound and see an energy ball being launched on the LCD. If you hear a 'swish' sound, you have missed. Take one of the yellow pegs and place it on the vertical target plate as a reminder.
11. If you hear an explosion audio and see explosion animations on LCD, you have landed a HIT! Place a red peg in the vertical plate to mark that spot. Your opponent may place a red peg into the base of the target figure as a reminder that it has been hit.
12. Once you have located your opponent's base, you should try to hit the remaining locations on that base. Remember that each base lies in a straight line, fire at the surrounding holes to find the remaining points. We call this strategy Identity, Isolate, and Incinerate.

Advanced Combat:

In this game, players get one turn for each base they have left, then pass play to their opponent.

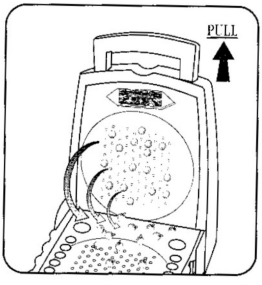
Example:
Player 1 represents Saiyan™ force and it is his turn. Player 2 has managed to eliminate Gohan™ and Krillin™. At Player 1's turn, he would hear the attack prompt from Goku™, "Full Assault!" After entering Goku™'s failure attack, the player would then hear an audio attack prompt for Vegeta™, "Vegeta™, attack the Ginyu™ Force" After Vegeta™ scores a hit and sees the hit animation, the player would then hear the audio attack prompt for Piccolo™. After Piccolo™'s attack, the turn of the Saiyan™ Force is ended and the Ginyu™ Force starts to attack.

Super Saiyan™ Combat:

There are 3 Senzu™ beans hidden somewhere on each team's grid. The player will hear an audio cue indicating the opportunity to gain energy if a figure lands on the location containing the bean. At the same time, an image of the Senzu™ bean appears on the LCD screen. The player can use the Senzu™ beans anytime during their turn. Each bean heals one point of damage of the figure. The player enters the location of the figure he wants to heal and presses the **PLACE/HEAL** to confirm location. (A negative buzzing noise will sound if an invalid location is registered).
This difficult level is recommended for experienced players. In this game, you can actually heal the figure during the game! This makes it very difficult to keep track of your opponent's bases.

Peg Retraction:

After the game is over, you may retract the pegs on the vertical plate quickly by pulling out the handle. The pegs will drop on the horizontal plate, pull out the drawer and store the pegs, figures and bases.



LIMITED 90 DAY WARRANTY

MGA Entertainment warrants to the original consumer purchaser this product that the product will be free from defects in material or workmanship for a period of 90 days from the date of original purchase.

This warranty does not cover damages resulting from misuse, improper or abnormal usage, negligence, leaking batteries, improper service or other causes not arising from defects in material or workmanship.

During this 90 day warranty period, the product will be either repaired or replaced (at MGA's option) at no charge to the purchaser, when returned to either the retailer with it's original sales receipt (containing date of purchase) or to MGA.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned to MGA must be shipped prepaid and insured for loss or damage to:

MGA Entertainment
Repair Department
16730 Schoenborn Street
North Hills, CA 91343-6122

Any returned product should be carefully packed in packing material sufficient to avoid damage during shipment. Please include a written description of the defect, a copy of the original sales receipt (containing date of purchase) and your printed name, address and telephone number.

Some states do not allow limitations on how long an implied warranty last or the exclusion of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific rights and you may also have other rights which vary from state to state.

This warranty is only valid within the United States and Canada.

Please keep this manual. It contains important information.
Caution: This product contains glass which may cause injuries if broken.

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